CLAIMS

What is claimed:

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- 1. A method for using a plurality of inflatable life-sized humanoid figures for simulating background scene in visual recording media productions comprising;
 - a. inflating said plurality of inflatable life-sized humanoid figures,
 - b. placing said inflated plurality of inflatable life-sized humanoid figures in said background scene,
 - c. intermingling live actors or extras among said plurality of life-sized inflatable humanoid figures, and
- d. visually recording said intermingled live actors or extras and said plurality of life-sized inflatable humanoid figures.
 - 2. The method according to claim 1 further including the step of adding wardrobe to said plurality of inflatable life-sized humanoid figures.
- 3. The method according to claim 1 wherein said live actors and said plurality of life-sized inflatable humanoid figures are visually recorded generally out of a focal range of a camera.
- 25 4. The method according to claim 1 further including the step of adding accoutrements to said plurality of inflatable life-sized humanoid figures.
 - 5. The method according to claim 1 further including the step of adding make-up to said plurality of inflatable life-sized humanoid figures.
- The method according to claim 1 wherein said plurality of inflatable life-sized humanoid figures are in a standing position.

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- 7. The method according to claim 1 wherein said plurality of inflatable life-sized humanoid figures are in a seated position.
- 5 8. The method according to claim 7 wherein a seat associated with said seated position includes a park bench, stadium style seating or auditorium style seating.
 - 9. The method according to claim 1 wherein said plurality of inflatable life-sized humanoid figures is comprised of at least one upper torso figure.
- 10. The method according to claim 1 wherein said plurality of inflatable life-sized humanoid figures is comprised of at least one lower torso figure.
- 11. The method according to claim 1 wherein said plurality of inflatable life-sized humanoid figures is comprised of at least complete body figure.
 - 12. The method according to claim 1 further including means for anchoring said plurality of inflatable life-sized humanoid figures.
- 20 13. The method according to claim 1 further including means for removing excess humanoid figures from said plurality of inflatable life-sized humanoid figures.
- The method according to claim 1 wherein said visual recording media productions includes visual recordings of a corporate training session, a lecture, a video media
 production, television programs, motion pictures, still photography, advertising, corporate conventions or cinematographic productions.

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- 15. The method according to claim 1 wherein said plurality of inflatable life-sized humanoid figures are unconnected to each other.
- 16. The method according to claim 1 wherein at least a portion of said plurality of inflatable life-sized humanoid figures are contiguously connected.
 - 17. A method for using at least one inflatable life-sized humanoid figure for simulating background scenes in visual recording media productions comprising;
 - a. inflating said at least one inflatable life-sized humanoid figure,
 - b. placing said at least one inflatable life-sized humanoid figure in said background scene,
- 15 c. intermingling live actors or extras among said at least one inflatable lifesized humanoid figure, and
 - d. visually recording said intermingled live actors or extras and said at least one inflatable life-sized humanoid figure.
- The method according to claim 17 further including the step of adding wardrobe to said at least one inflatable life-sized humanoid figure.
- 19. The method according to claim 17 further including the step of adding accoutrements to said at least one inflatable life-sized humanoid figure.
 - 20. The method according to claim 17 wherein said visual recording media productions includes visual recordings of a corporate training session, a lecture, a video media production, television programs, motion pictures, still photography, advertising, corporate conventions or cinematographic productions.